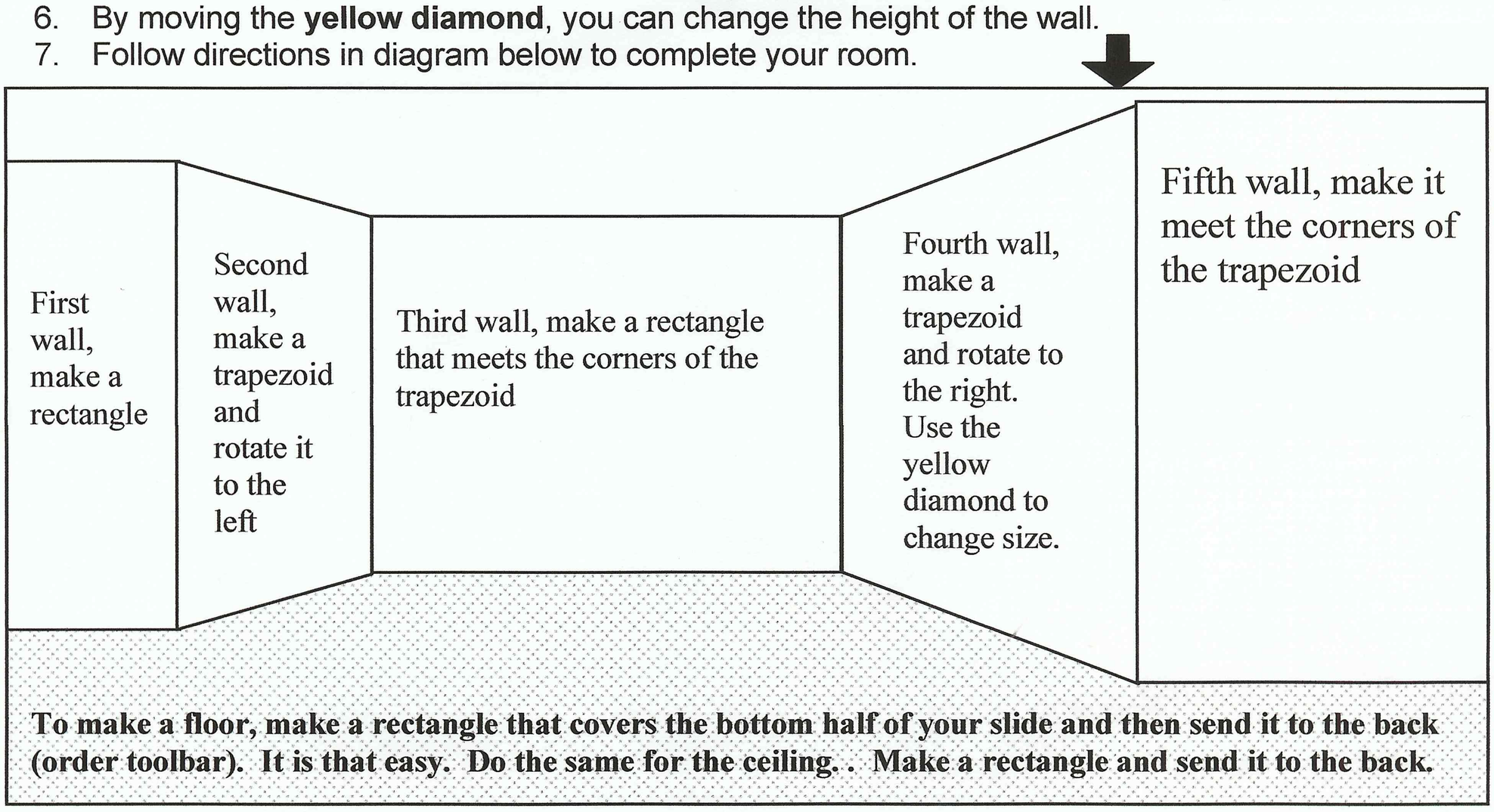
BUILDING A ROOM IN PERSPECTIVE

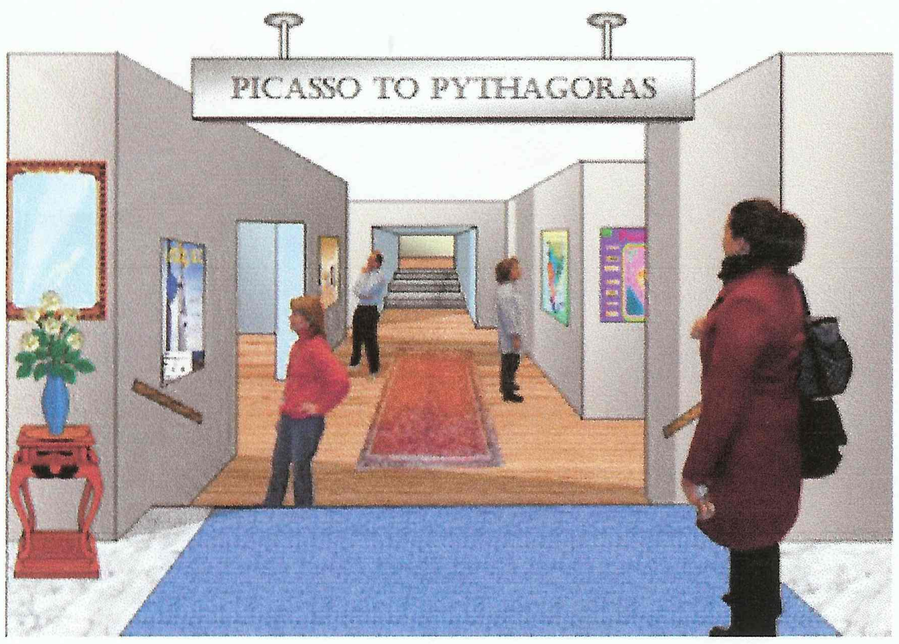
Before you begin you must get the following toolbars …
>From AUTOSHAPES (located on the Draw toolbar) select **Basic Shapes** and tear off the toolbar.
>From the DRAW button select **Rotate or Flip** and tear off the toolbar
>From the DRAW button select **Order** and tear off the toolbar

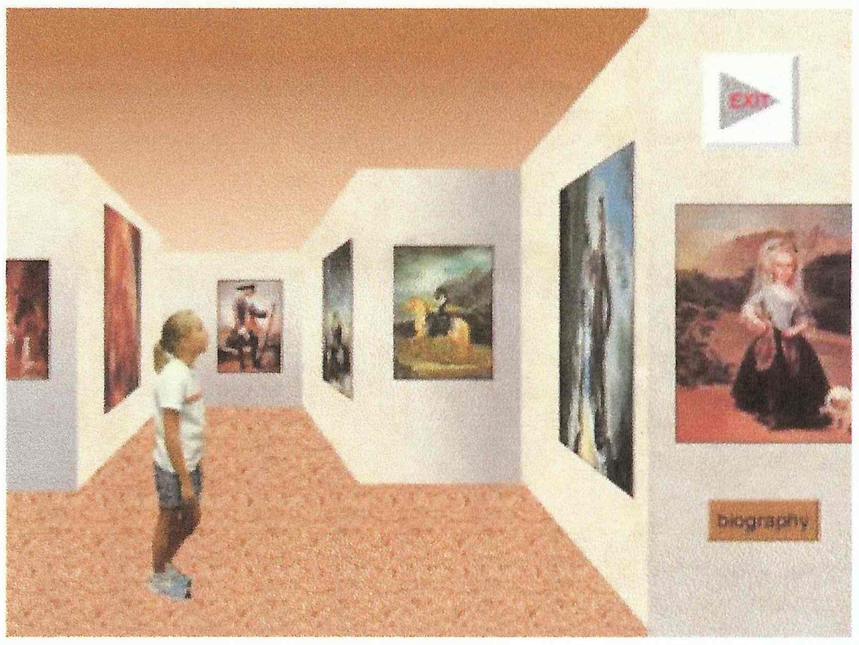
Now, let's begin …

1. Make a new, blank slide (Insert>New Slide)
2. From the Basic Shapes toolbar, select the rectangle tool (▭) and draw a large-sized rectangle on the left side of the slide. This is the left wall of the museum. (see picture below)
3. Locate the Trapezoid tool (⏢) on the basic shapes toolbar and draw a trapezoid on your slide. The trapezoid will **not** be facing the correct way. You will fix that in the next step.
4. Highlight the trapezoid and click on the Rotate Left button (Rotate or Flip Toolbar) if you are doing a wall located to your left, or the Rotate Right button if you are drawing a wall located to your right
5. Stretch the trapezoid so that it touches the top and bottom corners of the rectangle (first wall)
6. By moving the **yellow diamond**, you can change the height of the wall.
7. Follow directions in diagram below to complete your room.



8. Using the Fill Color tool (paint bucket) fill the walls with color. Try using "one color gradients". They usually work well
9. Fill the floor with a texture, like a rug texture or wood texture (fill tool>fill effects>Textures).
10. If you complete one room, try making another. You can get pretty complex as seen in the next example … (flip paper over)





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